

PC CONTROLS

CONTROLS	
ON FOOT	
MOVEMENTS	NUM 8, NUM 2, NUM 4 AND NUM 6
CAMERA ROTATION	NUM 1, NUM 3, NUM 7 AND NUM 9
MAP	NUM 5
INTERACTION	NUM ENTER
CANCEL	NUM 0
MENU	NUM +
CHOCOBO	
MOVEMENTS	NUM 2, NUM 8, NUM 4 AND NUM 6
CAMERA ROTATION	NUM 1, NUM 3, NUM 7 AND NUM 9
MAP	NUM 5
MOUNT	NUM ENTER
DISMOUNT	NUM 0
MENU	NUM +
BUGGY	
MOVEMENTS	NUM 2, NUM 8, NUM 4 AND NUM 6
CAMERA ROTATION	NUM 1, NUM 3, NUM 7 AND NUM 9
MAP	NUM 5
ENTER	NUM ENTER
EXIT	NUM 0
MENU	NUM +
TINY BRONCO	
MOVEMENTS	NUM 2, NUM 8, NUM 4 AND NUM 6
CAMERA ROTATION	NUM 1, NUM 3, NUM 7 AND NUM 9
MAP	NUM 5
ENTER	NUM Enter
EXIT	NUM 0
MENU	NUM +
HIGHWIND	
FORWARD	NUM Enter
ALTITUDE	NUM 2 AND NUM 8
TURN	NUM 4 AND NUM 6
CAMERA ROTATION	NUM 1, NUM 3, NUM 7 AND NUM 9
MAP	NUM 5
TAKE OFF	NUM Enter
LAND	NUM 0
MENU	NUM +
SUBMARINE	
FORWARD	NUM Enter
ALTITUDE	NUM 2 AND NUM 8
TURN	NUM 4 AND NUM 6
DIVE AND RESURFACE	NUM 0
CAMERA ROTATION	NUM 1, NUM 3, NUM 7 AND NUM 9
MAP	NUM 5
ENTER	NUM Enter
EXIT	NUM 0
MENU	NUM +

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